Amendments to the Claims:

1.   (currently amended) A ~~network accessible computer comprising:~~ method as recited in claim 28 wherein said host computer comprises:

a central processing unit;

memory coupled to the central processing unit; and

an interface coupling said central processing unit to a TCP/IP protocol network.

21.   (currently amended) A method ~~network accessible computer~~ as recited in claim [[1]] 28 wherein said host computer program is responsive to keyboard events and pointing device events of said client computer as transmitted to said host computer over said TCP/IP protocol network in conjunction with said client program running on said client computer, said host program transmitting said image information to said client computer over said TCP/IP protocol network for display in said browser window of said browser program running on said client computer.

22.   (currently amended) A ~~network accessible computer~~ method as recited in claim ~~21~~ 28 wherein said image information includes web page information.

23.   (currently amended) A method ~~network accessible computer~~ as recited in claim ~~21~~ 28 wherein said ~~network accessible~~ host computer is operable to transmit said client program to said client computer over said TCP/IP network.

24.   (currently amended) A ~~network accessible computer~~ method as recited in claim ~~21~~ 28 wherein said client program is a JAVA applet.

25-27 (cancelled)

28.   (currently amended) ~~The~~ A method ~~of claim 27 further comprising:~~ for providing a network accessible computer over a TCP/IP protocol network comprising:

providing a host computer connected to a TCP/IP protocol network, said host computer running a host computer program; and

providing a client computer having a display and input devices and running a client computer program and a web browser program, said client program being transmitted to said client computer via said network, where said client computer is connected to said TCP/IP protocol network wherein said client computer program facilitates the transfer of input device events from the client computer to the host computer such that the input devices of said client computer can be used to generate inputs to said host computer as if said input devices were connected to said host computer by sending signals through said network, and wherein image information may be displayed on a display within a window of said browser program running on said client computer as if said display were connected to said host computer by sending signals through said network by transmitting encrypted information about said host computer's screen to said client computer over said TCP/IP protocol network;

wherein said host computer program is responsive to keyboard events and pointing device events of said client computer as transmitted to said host computer over said

TCP/IP protocol network as facilitated by said client program running on said client computer; and

wherein said host computer provides said client computer with said client computer program.

29. (currently amended) ~~The~~ A method ~~of~~ as recited in claim 28 wherein said screen information is transmitted once a fixed period of time has transpired since the previous transmittal of said host computer's screen information.

30. (currently amended) ~~The~~ A method ~~of~~ as recited in claim ~~29~~ 28 further comprising:

receiving connection information by said host computer from said client program running on said client computer, where said host computer validates said connection information and extracts events from said connection information, where said events are placed in said host computer's event queue.

31. (currently amended) ~~The~~ A method ~~of~~ as recited in claim ~~26~~ 28 further comprising:

establishing a connection between said host computer and said client computer, said connection initiated by said client computer;

transmitting said client computer program from said host computer to said client computer over said TCP/IP protocol network, said client computer program being

operable to allow input devices of said client computer to generate inputs to said host computer;

transmitting client information from said client computer to said host computer over said TCP/IP protocol network, where said client information includes client interests, client resolution information, and client computer events; and

transmitting host computer screen information from said host computer to said client computer.